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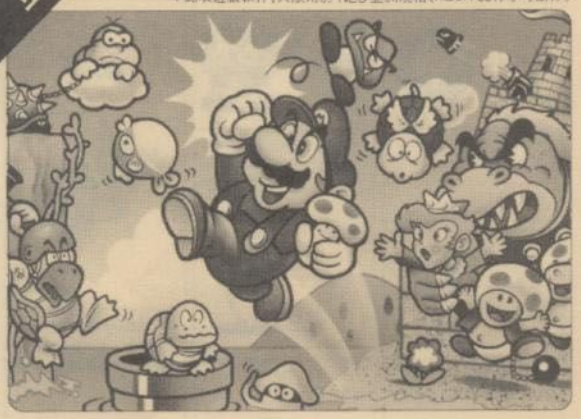
Nintendo®
ENTERTAINMENT SYSTEM™

SUPER MARIO BROS.™

ASIAN VERSION
亞洲規格(NESA-P-SM)

INSTRUCTION LEAFLET
使用說明書

*This Game Pak can only be used with the NES—Asian Version (model : NESA-001).
*此項遊戲軟件,只限用於 NES 亞洲規格(NESA-001)才可動作。



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Thank you for selecting the Nintendo® Entertainment System Super Mario Bros.™ Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

One day the kingdom of the peaceful mushroom people was invaded by the Koopa, a tribe of turtles famous for their black magic. The quiet, peace-loving Mushroom People were turned into mere stones, bricks and even field horse-hair plants, and the Mushroom Kingdom fell into ruin.
The only one who can undo the magic spell on the Mushroom People and return them to their normal selves is the Princess Toadstool, the daughter of the Mushroom King. Unfortunately, she is presently in the hands of the great Koopa turtle king.
Mario, the hero of the story (maybe) hears about the Mushroom People's plight and sets out on a quest to free the Mushroom Princess from the evil Koopa and restore the fallen kingdom of the Mushroom People.
You are Mario! It's up to you to save the Mushroom People from the black magic of the Koopa!

Please read this instruction leaflet to ensure proper handling of your new game, and then save the leaflet for future reference.

1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

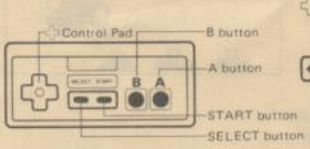
Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

This game takes up the whole TV screen—old TVs with rounded screens may not display the whole image.

2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1/Controller 2

Controller 1 — for 1 player game
Controller 2 — for second player in 2 player game



Control pad - moves Mario (Luigi)

???
Walk to the right. (Push button B at the same time to run.)
Crouch. (Super Mario only.)
Walk to the left. (Push button B at the same time to run.)

A button

Jump & Swim : Mario (Luigi) jumps higher if you hold the button down longer.
: When you're in the water, each press of this button makes you bob up.
: Don't let the current push you under by the whirlpool at the bottom of the screen.

B button

Accelerate & Fireballs : Press this button to speed up, then jump and you can go all the higher.
: After you pick up the fire flower, you can use this button to throw fireballs.

SELECT button

Use this button to move the mushroom mark to the game you wish to play.

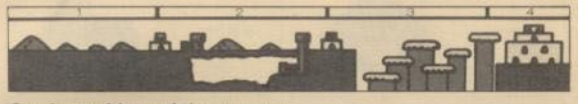
START button

Press this button to begin.

Pause:
If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound, and the game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.
*The TOP SCORE will disappear if the reset switch is pressed or the power switch is turned off.

3. HOW TO PLAY

As this game proceeds, the screen gradually advances to the right. The Mushroom Kingdom is made up of a number of worlds, and each world is divided into 4 areas. The fourth area of each world ends in a big castle. The Princess, as well as her mushroom retainers, are being held in one of the castles by the turtle tribe. In order to rescue the Princess, Mario has to make it to the castle at the end of each world within the given time. Along the way are mountains, pits, sea, turtle soldiers, and a host of traps and riddles. Whether or not you can make it to the last castle and free the Princess depends on you. You're going to need sharp wits and lightning reflexes to complete this quest!

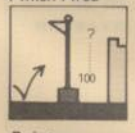


Starting position and time progress

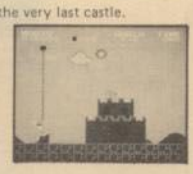
- At the beginning of the round, play starts from the beginning of the area; however, once Mario gets about halfway through an area, he doesn't have to go all the way back to the beginning after getting done in by one of the bad guys.

*When you get to the last castle, you start the game over from the castle entrance.
- When play starts, the clock in the upper right of the screen starts ticking away. Any time left on the clock when you get to the end of each area is added to your score as bonus points.
*There is no remaining-time bonus when you get to the very last castle.

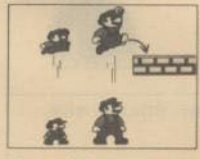
Finish Area



- At the end of each area there is a small castle, but before you get to the castle you have to go up a big staircase and jump onto a flagpole. The higher you jump onto the flagpole, the higher the bonus you receive.



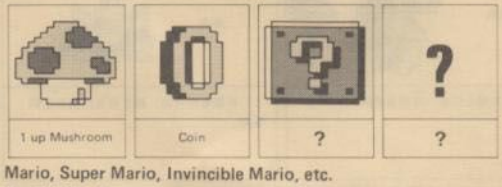
Pointers



Jumping.....Mario and Super Mario both jump the same height.
- The height Mario jumps depends on how long you hold the A button down.
- You can use the ✥ control pad to make Mario hook to the left or right even in mid-air!
- Pushing the B button makes Mario speed up, and when Mario is speeded up he can jump higher.

Bonus Prizes

- If Mario picks up 1 up mushroom, he gets an extra life.
- If Mario picks up 100 coins, he gets an extra life.
- In addition, there are other ways to get an extra Mario.



Mario, Super Mario, Invincible Mario, etc.

Mario's Friends
If you come across mushrooms who have been turned into bricks or made invisible, they reward you by giving you a power boost. With each boost Mario changes into a different, more powerful Mario(see P.4).

(return to regular Mario when bumped into by a bad guy)

*When Super Mario or Fiery Mario are bumped into by a bad guy, they don't die but simply return to their old regular-Mario selves.

*For a short while after turning back into his regular-Mario self, Mario flickers. During this time, he can not be killed by bad guys (he's invincible).

How to topple the Turtle Tribe

- Bad guys on top of the bricks can be taken care of by punching from below. Bad guys on the ground can be done in by jumping on top of them. If you bump into an enemy from the side or from below, you die.
  *When in the water, no matter what direction you hit the bad guys from you die.

- If you stomp on a Koopa Troopa, he becomes and stays motionless for a while. During that time, you can kick him and send him flying to knock down other enemies.
- When Mario has fireballs, use the B button to throw them and fry the enemy.
- Some bad guys can't be killed. Look out for these immortal creeps!
- The points you get depend on how you kill the enemy. Try a few different methods to see which gives you the most points.

Beware! The following are deadly:

- Bumping into members of the Turtle Tribe and other baddies. Walking into flames.
- A downed Koopa Troopa ricochets back at you after you kick it. However, Super Mario turns into regular-Mario and the game continues at that spot.
- When you fall into a pit or get sucked down a drain.
- Time runs out.

Characters

Little Goomba

A mushroom who betrayed the Mushroom Kingdom.
One stomp and he dies . . . . . 100 PTS.

Koopa Troopa (green)

Soldier of the Turtle Empire, his orders are to find and destroy Mario. Jump on him and he stops moving for a while. . . . . 100 PTS.

Koopa Troopa (red)

This turtle is chicken! Very timid, he gets scared easily and runs back and forth a lot. Jump on him and he stops moving for a while. . . . . 100 PTS.

Koopa Paratroopa (green)

A bit out of control, he wings around aimlessly and comes at you all of a sudden. Stomp on him and he loses his wings. . . . . 400 PTS.

Koopa Paratroopa (red)

This turtle is under control, but likes to take it easy. Stomp on him and he loses his wings. . . . . 400 PTS.

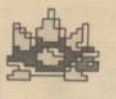
Buzzy Beetle

Quite the toughy, fireballs don't even faze him. . . . . 100 PTS.

The Hammer Brothers

These wily twin-brother turtles come at you throwing hammers. . . . . 1000 PTS.

Spiny



Lakitu's pet, but a wild fighter. You can't kill him by jumping on top of him. . . . . 200 PTS.

Lakitu

The mysterious turtle who controls the clouds. He chases after Mario and drops Spiny's eggs on top of him. . . . . 200 PTS.

Pirana plants

Man-eating plants that live in the flowerpots. They show their faces quickly and without warning, so watch out! You can't kill them by jumping on top of them. . . . . 200 PTS.

Spiny's eggs

Eggs of the turtle Spiny, pet of Lakitu. You can't destroy them by jumping on them. . . . . 200 PTS.

Cheep-cheep

Usually found in the water, but also sprouts wings and flies so you have to be careful in the air too. Can't be killed from above while she's in the water. . . 200 PTS.

Bullet Bill

Chases after Mario slowly but steadily. You can kill him by jumping onto him from above. . . . . 200 PTS.

Blooper

Chases stubbornly after Mario; a guy to look out for. You can't kill him by jumping on top of him. . . . . 200 PTS.

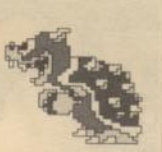
Podoboo

Protector of the great sorcerer Koopa king, he comes flying out of the lake of fire inside the Koopa king's castle.

Mushroom retainers

Seven Mushrooms who originally served in the court of Princess Toadstool, but are now under the spell of the evil Koopa king.

Bowser, King of the Koopa



The sorcerer king holding Princess Toadstool captive in the last castle. He comes at you spitting fire. There are several ways to kill him, but you only get points if you use fireballs. . . . . ??? PTS.

Princess Toadstool

Princess of the Mushroom Kingdom, she is the only one who can break the spell of the evil Koopa king.

Jumping board

If Mario jumps onto it, it goes up and down. Pushing the A button when the jumping board is all the way up makes Mario jump superhigh.

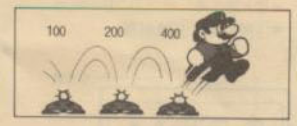
SUPER MARIO BROS. Secret Tricks

Bulldozer attack

- Kick one of the and then run right behind it (use the B button) and your path will be cleared for you as your enemies are sent flying.
  *Just look out for ricochets. If the runs into a , your attack will backfire and you'd better move fast to keep from getting swept off yourself.
- If you want to get a lot of points, be sure not to leave any enemies alive behind you, since the more enemies you kill the more new ones appear. Especially, when using the "bulldozer attack," make sure all the enemies on the screen are wiped out before continuing to the right.
- Because the screen moves from left to right, there are enemies off the edge of the screen that can't be seen. You can't kill enemies you can't see by sending a off the screen after them. Why not? Maybe they jump over the enemy when Mario isn't looking . . . !
  Strangely enough, however, if a kicked bumps into a off the screen, it comes ricocheting back at Mario. If you hear the sound of a ricochet, jump right away so you'll be ready when it comes flying back onto the screen.
- When a comes ricocheting back at you, it's possible (for a real pro, that is) to stomp on the turtle one more time and stop it.
- There are plenty of other tricks – see if you can discover them on your own.

Chain-reaction techniques

- Use the old "Domino Effect" (ask your parents) to wipe out a bunch of bad guys one after the other to get high points.
- Each coin you grab is worth 200 points. If you collect 100 coins, besides the points for the coins you also get an extra Mario. Without a doubt, a lot of coins are tucked away somewhere . . . (why do ya' suppose this is under "Chain-reaction Techniques?").



Top Secret

- You get 50 points for each brick you smash . . . try punching lots of different places.
- There are several different ways to get an extra Mario . . . try to figure them out for yourself.
- At the end of an area (after you jump onto the flagpole), fireworks may go off, and for each explosion you get 500 points. The reason the fireworks go off is a secret; see if you can figure it out.

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承蒙您購買 Nintendo® Entertainment System Super Mario Bros.™ 遊戲帶，表示衷心感謝。

遊戲目的/遊戲說明

有一天，具有強大魔力的大烏龜古爬一族侵略了和平的蘑菇王國。老實的蘑菇一族，被魔力都變成岩石、磚、野草等，蘑菇王國滅亡了。

唯一能把蘑菇一族的魔力除掉的是蘑菇王國的小公主紅桃公主，但她現在在大魔王古爬的手中。

馬力奧爲了打倒龜一族救出紅桃公主，重新建立和平的蘑菇王國，挺身而出。

圖象裏的馬力奧就是您。能完成這個冒險遠征的就是您。

使用前，應仔細閱讀本使用說明書，以掌握使用方法和使用注意事項等，用正確的方法來進行遊戲。請精心保管本使用說明書。

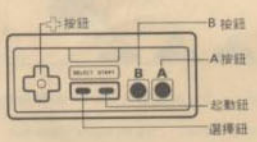
1. 使用注意事項

1)遊戲帶係精密裝置，須避免在極端的溫度條件下使用和保管，並不可給予強烈振動。絕對不可自行拆卸。
2)不可用手觸碰端子部，浸水也當屬禁止。否則，將會造成故障。
3)不可用信那水、汽油、酒精等揮發流擦拭。

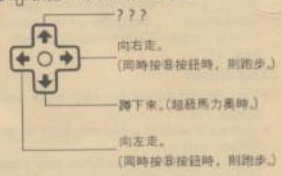
＊Nintendo Entertainment System 的規格及外觀因改良而變更時，恕不預告。

2. 控制盤各部名稱及操作說明

＊一人遊戲時，使用Ⅰ控制盤。
＊兩人遊戲時，使用Ⅰ、Ⅱ控制盤。
●Ⅰ控制盤/Ⅱ控制盤



●✚按鈕 用來操作馬力奧。



●Ⓐ按鈕
跳躍……長時間按下時，能更高地跳躍。

游泳……在水中時，隨着按幾次按鈕就逐步地浮上來。
＊水中的穴洞(圖象下部)能吸入馬力奧，因此要用全力游泳以免掉進穴洞里。

●Ⓑ按鈕
跑步(加速)…加速跳躍時，可以更高地跳躍。
投球……拿閃光花朵時，能進行投球。

●選擇鈕

在字幕畫面上，按動這個按鈕則 游標移動，以選擇遊戲方式。

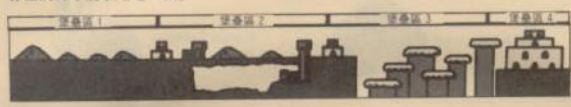
●起動鈕
按這個按鈕後，由選擇鈕選擇的遊戲方式即告開始。
〈中止機能〉
在遊戲中途欲暫停時，按起動鈕則中止音鳴叫，遊戲停止。
欲再開始遊戲時，可再次按起動鈕，遊戲即持續暫停前的狀態。
＊關閉電源開關即可消除最高得分。

3. 遊戲方法

這個遊戲是右方向旋轉的奇異冒險遊戲。

蘑菇王國由幾座堡壘而組成。各堡壘分爲四個區域。第四個區域就是各堡壘的城堡。城堡裏有被捕的小公主和小蘑菇們。馬力奧爲了搭救小公主，必須在一定的時間裏，達到各堡壘的各終點。但是，在這途中，馬力奧的路途中有高山，有峽谷，有大海，還有龜一族的兵隊，充滿了種種艱險和奇謎。

是否能把關在最後一座城堡裏的小公主救出來，就要看您的手腕了。您要使用各種技巧才能擊退龜一族。

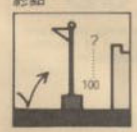


起動地點及時間

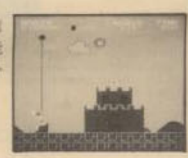
●從各堡壘區的前面開始遊戲。馬力奧若已經前進了一半路程時，即使被敵軍咬住，也可以從中間地點再起動。

＊來到最後一座城堡時，從進口處起動。
●馬力奧起動時，圖象右上部的時間開始減算。到達終點時，殘留時間即加在得分上。
＊攻擊最後一座城堡時，沒有時間賞。

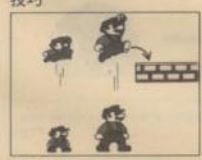
終點



●在各堡壘區的終點有小城堡，這城堡前有大大的樓梯和旗桿。如能抓到比旗桿高的地方時，有高分賞。
＊因電視機不同，畫面有時發生文文字的現象。



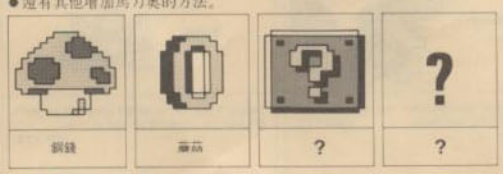
技巧



★跳躍……馬力奧和超級馬力奧跳躍的高度相同。
●在持續按Ⓐ按鈕的時間內，可以改變高度。
●在跳躍中，只要按 按鈕的左或右側，即可向左或右方向移動。
●按Ⓑ按鈕助跑時，可以更高地跳躍。

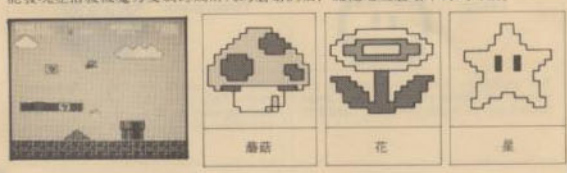
賞品

●採一個蘑菇，增加一個馬力奧。
●收集一百個銅錢，增加一個馬力奧。
●還有其他增加馬力奧的方法。



★增強馬力奧的力量

●提供給力量的伙伴們
能發現並搭救被魔力變成磚或消失的蘑菇們後，能從這些蘑菇中得到力量。



※超級馬力奧及閃光馬力奧即使被敵軍咬住，也只恢復到原來的馬力奧，並非遊戲失誤。
※恢復到原來的馬力奧後，暫時不能被敵軍咬住。此時馬力奧呈半透明狀態。

★打倒龜族的方法

- 對於石磚上的敵人可**從下面打**。對於地上的敵人，只要**從上面踩下去**，即可打倒。若從旁邊或下面攻擊時，即可被咬住。

※在水中時，不論從什麼方向接觸，都會被咬住。

- 被踩的龜變成 殼 形狀，暫時不能行動。在這時間內，即可踢倒其他敵人。
- 如持有閃光球時，可以擱過去以打倒敵人。(Ⓑ按鈕)
- 小心在敵人中有打不死的對手。
- 打倒的方法不同，得分也不同。請試用各種方法。

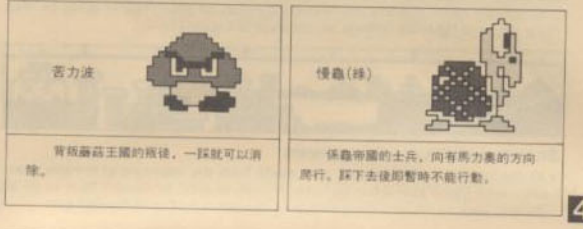
關於失誤

- 被龜一族咬住時或碰到火災時。
- 接觸到自己曾經踢過的 殼 時。

※超人馬力奧若當場變成原來的馬力奧時，仍能繼續進行遊戲。

- 掉進地上或水中的穴洞時。
- 計時器爲零時。

■出場角色



背板蘑菇王國的叛徒，一踩就可以消除。

係龜帝國的士兵，向有馬力奧的方向爬行。踩下去後即暫時不能行動。

胆小鬼，東走西走不穩定。踩下去後即暫時不能行動。

性格粗暴跳來跳去。踩下去後，翅膀即消失。

滿不在乎地在空中飛行。踩下去後，翅膀即消失。

不容易對付，按閃光球也不能打倒。

一對孿生兄弟，身體運動較輕，扔錘子。

是雲龜的愛妻，踩下去也打倒不了的強敵。

控制雲彩的烏龜。趕馬力奧，搶烏龜的龜蛋。

生息在土管裏的吃人花，小心突然出現。不能從上面踩下去。

是烏龜的龜蛋，不能踩下去。

一般在水中，小心有時跳往空中。在水中不能踩下去。

速度雖慢，緊追不捨。若從上方踏下去即可落下。

追趕偵察馬力奧的偵察兵，不能從上面踩下去。

從城內的火炎池噴出來的紅岩，保護大魔王。

馬力奧跳上台後，即持續跳躍。延長跳台時可以按Ⓐ按鈕以進行更高的跳躍。

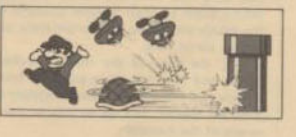
在最後的城堡裏把小公主當人質，用火炎攻擊是它的武器。只能用投球才能得分數。

蘑菇王國的公主，具有解除大魔王古爬魔法的力量。

公主的七個女侍，被魔王當人質。

超級馬力奧伙伴 ㊙技巧集

★必殺 殼 攻擊技巧

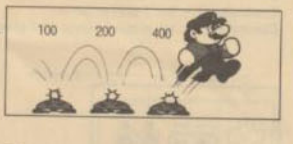


- 踢完 殼 之後一起跑時(Ⓑ按鈕)，能陸續地發現敵軍。

※但是，殼 如扔到 ▭ 時，能碰回來所以要小心。

- 打倒的敵人越多，出現的敵人越多。連續打倒敵人時，被打倒的敵人從圖象消失之後，跟着踢的 殼 跑時，能不斷獲得高分數。
- 這個遊戲的圖象採用旋轉形，所以除了實際看到的圖象之外還有敵人。對這些敵人不能採用 殼 攻擊。爲什麼呢？因爲有時在馬力奧看不見的地方，有敵人飛越。即使 殼 碰到在圖象外面的 ▭ 時，也能碰回來。聽到碰聲時，應該準備跳越。
- 殼 碰回來時，如爲高手，就再踩一次，使 殼 當場停止。
- 除了以上技巧之外，還有其它技巧，請您在遊戲當中找出更多的技巧。

連續殺法



- 連續攻擊敵人時，可獲高分數。
- 銅錢1個是200分。若得到100個銅錢時，不僅增加分數，還能增加一個馬力奧。在某個地方一定藏着許多銅錢，仔細找一找。

秘密

- 打碎一個磚能得50分。打各個部分試試看。
- 有各種增加馬力奧的方法，試一試吧。
- 在最後堡壘區有時昇焰火，一發能得5000分。到底能放幾發呢？這是秘密，自己好好想一想。